

Ye-Ha!

Junior Script
by
Craig Hawes

Ideal Cast Size 52

Speaking Roles 48

Minimum Cast Size 28

Duration (minutes) 50-55

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CAST LIST

N.B. In the following list, the bracketed number shows the number of spoken lines each role has. An asterisk (*) before the character's name indicates that this character ALSO has solo or featured sung lines.

Principal Characters

* Billie-Jo Brisket	(55)
Lightnin' The Horse	(0)
* Wilbur Hubbard	(58)
Ma Annie Hubbard	(42)
Chip Checker.....	(31)
Mayor Tex Truman	(75)
Dwayne Dimples	(25)
* Dr. Cornelius Spooner.....	(22)
Rooster.....	(10)

The No-Good Outlaws

Howling Mad Dog McNut.....	(25)
Bronco Bill	(19)
Buzz	(8)
Buck	(6)
Bud.....	(4)
Brad.....	(4)
Bret.....	(4)
Butch	(6)
Blake	(2)
Bart.....	(2)
Beau	(2)
Bruce	(2)
Bronx.....	(2)

The Children

Sunny	(3)
Sandy	(2)
Rocky	(2)
Dusty	(2)
Blaze	(2)

The Townsfolk

Philius Snuffitt.....	(13)
Festus Rott.....	(11)
Old Seth	(13)
Old Amos.....	(15)
Smith Ironside	(6)
Levi Vandergelder	(6)
Dolly Vandergelder.....	(6)
Claude the Barber	(4)
Clyde the Barber	(4)
Clifford the Barber	(4)
Clint the Barber	(4)
Miss Bracegirdle.....	(7)

The Aldiolive Tribe

Chief Walking Weasel	(18)
Squatting Squirrel.....	(6)
Leaping Leopard	(5)
Jumping Jaguar.....	(4)
Towering Wild Bear	(6)

The Saloon Gang

Nebraska	(2)
Kansas	(2)
Idaho	(2)
Mississippi.....	(2)
Colorado.....	(2)
Arizona	(0)
Montana	(0)
Indiana.....	(0)

Any lyrics referring to 'All' should be sung by the whole company.

SPEAKING ROLES BY NUMBER OF LINES

N.B. In the following list, the number shows how many spoken lines each role has. An asterisk (*) before the character's name indicates that this character ALSO has solo or featured sung lines.

Mayor Tex Truman	75
* Wilbur Hubbard	58
* Billie-Jo Brisket.....	55
Ma Annie Hubbard.....	42
Chip Checker.....	31
Howling Mad Dog McNut.....	25
Dwayne Dimples.....	25
* Dr. Cornelius Spooner.....	22
Bronco Bill	19
Chief Walking Weasel.....	18
Old Amos.....	15
Old Seth.....	13
Philius Snuffitt.....	13
Festus Rott	11
Rooster	10
Buzz.....	8
Miss Bracegirdle	7
Buck.....	6
Levi Vandergelder	6
Towering Wild Bear	6
Butch	6
Dolly Vandergelder	6
Smith Ironside.....	6
Squatting Squirrel	6
Leaping Leopard.....	5
Jumping Jaguar	4
Brad	4
Bret.....	4
Bud	4
Claude the Barber	4
Clifford the Barber	4
Clint the Barber.....	4
Clyde the Barber.....	4

Sunny	3
Nebraska	2
Idaho.....	2
Colorado	2
Mississippi	2
Kansas.....	2
Sandy	2
Rocky.....	2
Dusty	2
Blaze.....	2
Blake.....	2
Bart	2
Beau	2
Bruce	2
Bronx	2
Arizona	0
Montana.....	0
Indiana.....	0
Lightnin' The Horse.	0

REDUCED CAST LIST FOR 28 ACTORS

Mayor Tex Truman	75
*Wilbur Hubbard	58
*Billie Jo Brisket.....	55
Ma Annie Hubbard.....	42
Chip Checker.....	31
Howling Mad Dog McNut.....	25
Dwayne Dimples.....	25
Smith Ironside..... Also Plays Chief Walking Weasel	24
*Dr. Cornelius Spooner.....	22
Old Amos..... Also Plays Towering Wild Bear	21
Bronco Bill	19
Philius Snuffit..... Also Plays Squatting Squirrel.....	19
Old Seth..... Also Plays Jumping Jaguar.....	17
Festus Rott	16
Rooster	10
Buzz.....	10
Levi Vandergelder	8
Dolly Vandergelder	8
Miss Bracegirdle	7
Buck.....	6
Butch	6
Claude the Barber	6
Clyde the Barber..... Also Plays Mississippi.....	6
Clifford the Barber	6
Clint the Barber..... Also Plays Arizona	4
Sunny	3
Sandy	2
Lightnin' The Horse	0

CHARACTERS IN EACH SCENE**Scene One**

Chip Checker
 Claude the Barber
 Clifford the Barber
 Clint the Barber
 Clyde the Barber
 Dolly Vandergelder
 Dwayne Dimples
 Festus Rott
 Levi Vandergelder
 Ma Annie Hubbard
 Mayor Tex Truman
 Miss Bracegirdle
 Old Amos
 Old Seth
 Philius Snuffitt
 Smith Ironside
 Wilbur Hubbard

Scene Two

Arizona
 Chip Checker
 Claude the Barber
 Clifford the Barber
 Clint the Barber
 Clyde the Barber
 Colorado
 Dolly Vandergelder
 Dwayne Dimples
 Festus Rott
 Idaho
 Indiana
 Kansas
 Levi Vandergelder
 Ma Annie Hubbard
 Mayor Tex Truman
 Miss Bracegirdle
 Mississippi
 Montana
 Nebraska
 Old Amos
 Old Seth
 Philius Snuffitt
 Smith Ironside
 Wilbur Hubbard

Scene Three

All

Scene Four

Bart
 Beau
 Billie-Jo Brisket
 Blake
 Brad
 Bret
 Bronco Bill
 Bronx
 Bruce
 Buck
 Bud
 Butch
 Buzz
 Chief Walking Weasel
 Howling Mad Dog McNut
 Jumping Jaguar
 Leaping Leopard
 Lightnin' The Horse
 Mayor Tex Truman
 Squatting Squirrel
 Towering Wild Bear

Scene Five

Billie-Jo Brisket
 Dwayne Dimples
 ..Lightnin' The Horse
 Ma Annie Hubbard
 Wilbur Hubbard

Scene Six

All

LIST OF PROPERTIES

Scene One

Town sign, with population count displayed.....	Scene Prop
Sheriff badge	Dimples
Handbell	Dimples
Bag of lottery balls, with numbers drawn or painted on	Dimples

Scene Two

Bar and tables	Scene Prop
Glasses of drinks	Seth, Amos and the Townsfolk
Glasses and cloth	Chip
Notebook and pencil.....	Festus
Tape measure	Festus
Business card.....	Philius
Tablecloths	The Saloon Gang
Two bowls of nibbles, on a tray	Wilbur

Scene Three

Town sign (as used previously)	Scene Prop
Suitcase.....	Rooster
Whisk.....	Wilbur
Sheriff badge (as used previously)	Wilbur
Tape measure (as used previously)	Festus
Brightly coloured underwear (costume)	The No-Good Baddies

Scene Four

Bag of money	Tex
Set of bongo drums	Towering Wild Bear
Lone Ranger mask	Billie-Jo

Scene Five

Prison bars	Scene Prop
Lone Ranger mask (as used previously)	Billie-Jo
Bag of money (as used previously)	Billie-Jo

Scene Six

Town sign (as used previously)	Scene Prop
Soapbox	Rooster
Medicine bottle of tonic and glasses	Rooster
Set of barbells.....	Rooster
Dunce’s hat.....	Rooster
Mortarboard	Rooster
Bottles of tonic.....	Spooner
Lone Ranger mask (as used previously)	Billie-Jo
Whisk (as used previously).....	Wilbur
Sheriff badge (as used previously)	Wilbur
Black oil (face paint)	Seth & Amos

PRODUCTION NOTES

Welcome to **Ye-Ha!** I am sure you will enjoy rehearsing and performing this musical comedy, but to aid you in your production it may be helpful to consider the following production notes.

CASTING

The script is written for 48 speaking characters, as listed previously. Lightnin' The Horse is a non-speaking role. These roles range from principal parts to small supporting roles. For productions with fewer cast members, condensing and doubling of characters is possible. This can be done in numerous ways, but the following example reduces the cast number to 28:

- Remove Bud, Brad, Bret, Blake, Bart, Beau, Bruce & Bronx (reallocating lines) to leave just 3 of the Baddies gang
- Remove Montana & Indiana (reallocating lines) & double up the remaining Saloon Gang with The Barbers and The Vandergelders into just 1 part each
- Combine The Splodge Kids into just 2 parts
- Double up 5 Townsfolk as The Aldiolive Tribe.

To expand the cast, unlimited chorus parts may be used as additional Townsfolk, Saloon Gang, Splodge Kids and an off-stage choir for backing on other songs. All characters work well if portrayed with American accents, but of course, this is not essential. The outlaws should sound rough and tough apart from Butch, who has a squeaky, high voice.

COSTUMES

This show is quite easy to costume as it is full of traditional Wild West characters, and there are countless films and cartoons to draw upon. One idea to keep in mind is that the baddies work well all in black, allowing the audience to easily identify them and differentiate between them and the other townsfolk. This will also help when they reveal their bright, contrasting underwear. Lightnin' (the horse) is traditionally played by two performers in a pantomime horse costume which can be hired or made as appropriate. These performers may wish to also play townsfolk when they are not saddled up! Billie-Jo requires a brown 'Calamity Jane' style costume as well as a traditional white 'Lone Ranger' costume or disguise. Remember, plenty of gingham, Stetsons and neckerchiefs and you can't go far wrong!

STAGING

This production can be staged effectively with just simple scenery to suggest a Wild West Town. Saloon doors, tables and chairs can be brought on for the Saloon Scene, and Chip can bring on his own 'portable' bar on wheels, with wood effect front and different bottles and glasses on top. Some small flats with rocks and a cactus or two, can be brought on for Critter Creek, and a simple, barred, window frame for Wilbur to hold, and look through, could be used in the Jail scene. Effective use of lighting can also help to differentiate between other scenes. In the town, a large sign with 'Splodge City' is required, with a population count beneath it that can be changed. This is usually done with hole-punched squares of paper,

printed with descending numbers, suspended from the sign and ripped off as required at the beginning of the show. The use of a small blackboard and chalk might work just as effectively.

MUSIC

All the music required to stage this production, including sound effects, is found on the Backing Track CD. A vocal recording is provided as a guide and to enable the swift learning of songs. The backing tracks without vocals are ideal to use in rehearsals and performances, and the two scores provide additional flexibility if you have the luxury of a live pianist. Directors may, if they wish, allow a choir or separate character to accompany or replace a soloist in a song or section intended for a soloist. This is sometimes necessary if certain cast members are unable to perform the solo themselves fully, or if a larger chorus, or choir, is required to be employed more fully throughout the show.

AND FINALLY...

This is a fun show to rehearse and perform, so remember to enjoy yourselves and your audience will, too! My best wishes for a successful and enjoyable production.

Craig Hawes

TRACK 1:**OVERTURE**

(As the House Lights dim, the music begins and eventually swells as the curtain rises.)

SCENE ONE

(Mainstreet, Splodge City - a traditional Wild West town. To one side is the town sign, with a population count below it. The lights are dim, and a spotlight fades up on a soloist as they begin to sing.)

TRACK 2:**IN THE WILD, WILD WEST!**

SOLO: IN A WESTERN TOWN LIFE CAN BE GRAND
WE'RE THE LUCKIEST FOLK IN THE LAND
AND WITH EVERY NEW DAY
WE SHOULD STAND UP AND SAY WE'VE BEEN BLESSED...
IN THE WILD, WILD WEST!

(As the music changes, the lights brighten, and the townsfolk begin to enter.)

SOLO: THERE'S A LAND WHERE WE ALL WANT TO BE
WHERE THE RIVER AND CATTLE RUN FREE
WHERE THE THRILLS AND THE SPILLS
PUT YOUR RODEO SKILLS TO THE TEST...

ALL: IN THE WILD, WILD WEST!
IN THE WILD, WILD WEST!
IN THE WILD, WILD WEST!
IN THE WILD, WILD WEST!

IF YOU WANDER THE WESTERN FRONTIER
THERE'S A WELCOME IN STORE FOR YOU HERE
IF YOU'RE GOOD, IF YOU'RE BAD
IF YOU'RE UGLY OR MAD, BE OUR GUEST

ALL: IN THE WILD, WILD WEST!
IN THE WILD, WILD WEST!
IN THE WILD, WILD WEST!
IN THE WILD, WILD WEST!

(An exciting instrumental follows, accompanied by cowboy claps, yelps and shouts, as some of the townsfolk perform some agile dancing, cartwheels and cowboy tricks.)

ALL: IF YOU WANDER THE WESTERN FRONTIER
THERE'S A WELCOME IN STORE FOR YOU HERE

CHIP: There goes another one! Thankfully, Mayor Truman - our glorious leader - has come up with a clever solution to the sheriff problem!

(Dimples enters, ringing a bell & holding a bag of balls. The Townsfolk enter as he speaks.)

DIMPLES: Gather round, folks, and show your appreciation for your Mayor, Mr. Tex Truman!

TRACK 6:

TEX PLAY ON

(The crowd gather around clapping and cheering enthusiastically as Mayor Tex Truman enters, looking grand and important.)

TEX: Thank you, kind citizens of Splodge City. As you know, we're facing a crisis. Mad Dog McNut and his posse have been terrorising us for far too long.

CROWD: *(Punching the air and shouting.)* Yeah!

TEX: It's time we took a stand.

CROWD: *(Punching the air and shouting.)* Yeah!

TEX: We need a sheriff who'll sort them out once and for all!

CROWD: *(Punching the air and shouting.)* Yeah!

TEX: So, who's it gonna be?

CROWD: Yea...oooh! *(The crowd give half a cheer, realise their mistake and quickly turn and look away.)*

TEX: Well, get your tickets ready, folks, 'cos it's time to release those sheriff lottery balls!

TRACK 7:

LOTTERY MUSIC

(We hear a drumroll as the crowd hold their tickets nervously with their knees knocking. Dimples shakes his bag of lottery balls and pulls out three balls one at a time.)

DIMPLES: Number three!

CROWD: Gasp!

DIMPLES: Number eight!

CROWD: Gasp!

DIMPLES: And the bonus ball is... *(The drumroll stops.)* number six!

CROWD: Gasp!

(We hear a short fanfare, and everyone releases a loud gasp of relief, except Wilbur, who seems in shock.)

LEVI: *(Looking over Wilbur's shoulder.)* It's Wilbur!

CROWD: *(Pointing at Wilbur.)* It's Wilbur!

MA HUBBARD: *(Shocked.)* It's Wilbur?

WILBUR: *(Sounding terrified and upset.)* It's me!

(Dimples pulls Wilbur forwards and pins the sheriff badge on his chest, as Tex shakes his hand vigorously.)

TEX: Congratulations, Wilbur. I'm sure you'll make us proud and put up a good fight.

WILBUR: But Mayor Truman, I can't fight! I don't know how to fight! I'm just a cook!

DIMPLES: Only girls cook, sonny. It's time you stood up and acted like a man!

TEX: Come on, folks, let's hear it for our new sheriff - Wilbur Hubbard!

CROWD: Hooray!

(The crowd cheers as the opening song reprises.)

TRACK 8: IN THE WILD, WILD WEST! (REPRISE)

ALL: IF YOU WANDER THE WESTERN FRONTIER
THERE'S A WELCOME IN STORE FOR YOU HERE
IF YOU'RE GOOD, IF YOU'RE BAD
IF YOU'RE UGLY OR MAD, BE OUR GUEST
IN THE WILD, WILD WEST!

(During the final few bars of this song, the actors change the scene. The Townsfolk exit and Chip wheels on his bar whilst the saloon gang bring on chairs and tables. Other scenery is changed to allow a smooth and seamless transition into Scene Two.)

SCENE TWO

(The Fordoor Saloon. Chip is behind the bar, cleaning glasses. A few tables are dotted around the stage. Seth and Amos are sat drinking at one table, a group of Townsfolk are at another. The saloon gang are dotted around serving, cleaning and chatting.)

CHIP: The Fordoor Saloon! Liveliest joint in town! Well, it used to be - until Mad Dog McNut and his posse turned up. Customers are a bit thin on the ground, now! Old Ma Hubbard's doing her best to keep the place going, but it sure ain't looking good.

(Ma Hubbard and Wilbur enter. Ma Hubbard is looking worried and upset.)

MA HUBBARD: Oh, Wilbur, this is all we need! As if things weren't bad enough already. Up to our eyes in debt, customers leaving every day and now this - a sheriff's badge. You might as well wear a sign saying, 'Shoot me now please!' Oh, if only your father was still with us, God rest his soul! *(She begins to cry.)*

WILBUR: Now don't get all tearful, Ma. I ain't planning on getting into no fights. I reckon we can sort it all out with a chat and a few nibbles, nice and peaceful like. I mean, what's the worst that could happen?

(Philius Snuffitt and Festus Rott, the undertakers, enter. Festus has a tape measure around his neck.)

FESTUS: Ah, Sir, Madam! Philius Snuffitt and Festus Rott at your service!

(They both bow solemnly, then Festus gets out his notebook and pencil. Philius gives Ma Hubbard his business card.)

PHILIUS: We're the undertakers from the local funeral parlour - Snuffitt and Rott!

MA HUBBARD: Undertakers? But...

FESTUS: When we heard the news about you becoming the new sheriff, Sir, we had to come and congratulate you! And your weight is, Sir?

WILBUR: About a hundred and fifty pounds.

FESTUS: *(Making a note in his notebook.)* A hundred and fifty pounds, excellent.

MA HUBBARD: But I don't quite...

PHILIUS: Yes, you must be very proud of your - er - shall we say, 'Dear devoted son, greatly missed?' That would look very good in granite, don't you think?

MA HUBBARD: Greatly missed?

PHILIUS: The wording's very important, Madam! Not many undertakers pay as much attention to the job as us - in fact, it's a dying art!

FESTUS: *(Laughing.)* A dying art! Oh, very good, Mr Snuffit!

PHILIUS: Thank you, Mr Rott! Just a little joke, Madam. We find it helps to lighten what can otherwise be a rather grave situation! *(He laughs at his own joke.)*

FESTUS: *(Moving Wilbur's head.)* Looking straight ahead, please Sir. *(He measures Wilbur with his tape.)*

WILBUR: *(To Festus.)* Stop it! What are you doing? *(To Philius.)* What's he doing?

PHILIUS: He's just getting accurate measurements, Sir. When it comes to funeral arrangements, Mr Rott is dead keen!

MA HUBBARD: Funeral arrangements? But my Wilbur's alive and well!

FESTUS: Of course he is, Madam... at the moment! But when you're the Sheriff of Splodge City, Sir, you'll find it's not just six feet of paperwork you'll be buried under!

PHILIUS: We just want to be prepared for every eventuality. Now, will you be wanting oak or mahogany?

MA HUBBARD: What?

PHILIUS: Or pine's very popular.

WILBUR: *(Pointing to the exit.)* Out!

FESTUS: We do a lovely line in chipboard!

WILBUR: *(Extremely cross as he pushes them towards the exit.)* Out!

PHILIUS: Well, be like that, then.

FESTUS: It's your funeral!

TRACK 9:**SFX BOING #1**

(The undertakers exit.)

SETH: They've got a point, there, young Wilbur! That there badge is a curse!

AMOS: Sure is, Seth! The boy's a goner, and that's a fact!

MA HUBBARD: Are you saying my boy can't stand up to a gang of no-good hoodlums?

SETH: He's just a cook, Annie! What's he gonna do? Give 'em a roasting? *(They both laugh.)*

AMOS: Make mincemeat out of 'em? *(They both laugh.)*

NEBRASKA: *(Looking off stage.)* Hey, look who's coming this way!

KANSAS: *(Pointing off stage.)* Oh no, it's Mayor Truman!

MA HUBBARD: Mayor Truman? Oh no, just look at the state of me *(Dusting herself down.)*

WILBUR: You don't need to dress up for Tex Truman, Ma.

DIMPLES: More like won in a raffle! (*Ma gives him an angry look.*)
TEX: Dimples, go away. I'm having a private chat with Miss Hubbard.

(Dimples looks cross and wanders off to get a drink from chip at the bar. Tex continues to woo Ma Hubbard.)

TEX: A fine lady like you shouldn't stay a widow. Horace would have wanted you to move on, you know.

MA HUBBARD: (*Getting tearful.*) Oh, my poor Horace. What a way to go. He never wanted to enter that rodeo. He got... roped into it!

TEX: How?

MA HUBBARD: Someone told him if he was good with a lasso he'd be sure to get a few bucks! He didn't know what to do! Should he stay at the saloon or enter the dangerous Rodeo? So, he ended up caught on the horns of a...

TEX: Dilemma?

MA HUBBARD: No, a six-foot bull. And now I just have Wilbur to help me run the saloon.

(Wilbur enters with a tray of nibbles.)

TEX: Annie, look at me. I may be the mayor, but deep inside I'm just a...

WILBUR: (*Offering a bowl of nibbles.*) ... Cheesy flake?

TEX: I'm just a lonely man with pots of money. And when I look at you, do you know what I see?

WILBUR: (*Offering another bowl of nibbles.*) A fruity tart?

TEX: I see a lonely woman who could use a helping hand. Just one little word, Annie, and I'll take over this place and you'll wave your worries bye-bye!

WILBUR: We're doing just fine, thanks very much, Mr. Mayor.

(Tex gets up from his chair and turns his attention to Wilbur.)

TEX: That's not how I see it, sonny. And as for you, cooking ain't no job for a real man. We'll have you out of that kitchen and holding a gun when I'm your new Pa!

WILBUR: My new Pa? Over my dead body!

TEX: Well, that's looking a little more likely, now, isn't it Mr. Sheriff! (*Poking his sheriff badge.*) Annie, we'll continue our chat when we have a little more privacy. Dimples, we're leaving.

DIMPLES: (*Rushing ahead of Tex.*) Make way for the mayor! Make way for the mayor!

TRACK 11:

TEX PLAY OFF

TRACK 13:**WHERE IS THE HERO IN ME?****WILBUR:**

HEROES OF OLD, DASHING AND BOLD
THAT'S WHAT THE STORIES SAY
WISH I COULD BE FEARLESS AND FREE
SAVING THE DAY!

I MUST PROVE MYSELF AS MY FATHER'S SON
AND UNLOCK MY LIFE WITH THE KEY
IF A HERO'S HIDING IN EVERYONE
THEN WHERE IS THE HERO IN ME?

COWARDLY KID, RAN AND I HID
NEVER WOULD FACE MY FEAR
ISN'T THAT STRANGE? TIME FOR A CHANGE
THAT TIME IS HERE!

I MUST PROVE MYSELF AS MY FATHER'S SON
AND UNLOCK MY LIFE WITH THE KEY
IF A HERO'S HIDING IN EVERYONE
THEN WHERE IS THE HERO IN ME?
TELL ME, WHERE IS THE HERO IN ME?

(Blackout.)

SCENE THREE**TRACK 14:** **SPOONER PLAY ON**

(Dr Spooner strides on, followed by Rooster who is struggling with a large suitcase.)

- SPOONER:** This way, Rooster, my boy!
ROOSTER: So, this is Splodge City, is it Dr Spooner?
SPOONER: That's right, Rooster! Another down, another time!
ROOSTER: You mean another town, another dime!
SPOONER: Precisely, my boy. That's just what I said!
ROOSTER: Well, let's hope this town is better than the last one. We didn't sell a single jar of tonic there!
SPOONER: You've got to have faith, Rooster, my boy. I've spent years going from town to town, walking my hares and sealing the hick!
ROOSTER: You mean hawking your wares and healing the sick?
SPOONER: Precisely, my boy! And you never know what the next town will bring. This could be the one where we rake it mitch!
ROOSTER: Make it rich?
SPOONER: Yes, and that! Something tells me this town will change our lives forever!
ROOSTER: How do you know, Dr Spooner?
SPOONER: I have a funny healing in my fart!

TRACK 15: **SFX BOING #2**

- SPOONER:** Come along Rooster, let's find the local hostelry!

TRACK 16: **BILLIE-JO PLAY ON #1**

(Spooners and Rooster exit. Billie-Jo enters, leading her faithful horse, Lightnin'.)

- BILLIE-JO:** Come on, Lightnin'! It can't be far, now. Is your hoof still sore, boy?

TRACK 17: **SFX NOD #1**

(Lightnin' nods his head.)

- BILLIE-JO:** Let's take a look, shall we?

TRACK 18: **SFX SHAKE #1**

(Lightnin' shakes his head.)

BILLIE-JO: Come on, you big sissy, I'm only going to look at it. *(She lifts up his back leg to examine his hoof.)* You're gonna need a new shoe, boy. We'll have to find a blacksmith.

TRACK 19: **SFX SCARED**

(Lightnin' wobbles his legs violently, as if scared.)

BILLIE-JO: Don't be silly, it won't hurt none. Now, let's see. *(Looking off stage.)* Hey, you kids! *(She puts her fingers to her mouth and whistles.)*

TRACK 20: **KIDS PLAY ON**

(The kids enter, running to see Billie-Jo and Lightnin'.)

SUNNY: Hi there, Miss. I sure like your horse!

SANDY: What's his name?

BILLIE-JO: This here magnificent stallion is Lightnin', and I'm Billie-Jo Brisket.

ROCKY: Wow! He sure must be a brave horse with a name like Lightnin'!

BILLIE-JO: Brave? He's a cowardly custard! I call him Lightnin' 'cos at the first smell of trouble, he's gone in a flash! *(The kids laugh.)* Mind you, he won't run far at the moment, – his hoof's hurtin'.

DUSTY: Hey, maybe you should take him to horse-pital! *(The kids laugh.)*

BLAZE: Yeah, they'd soon have him in a stable condition! *(The kids laugh.)*

BILLIE-JO: Yeah, very funny, kids! Now, have any of you ever shooed a horse?

SUNNY: No, but I once told a donkey to go away! *(The kids laugh.)*

BILLIE-JO: Not shooed a horse! Shooed a horse! I need a blacksmith!

(Smith Ironside enters.)

SMITH: Someone here call for a blacksmith?

SUNNY: This is Billie-Jo Brisket, Pa, and her horse Lightnin'.

SANDY: They're gonna be our new 'neigh'-bours! *(The kids laugh.)*

BILLIE-JO: His hoof's been hurting for a couple of days - I think he needs a new shoe.

SMITH: I'm sure we can take a look back at the forge. You look like you've been travelling a mighty long way, Missy. What brings you to Splodge?

BILLIE-JO: I'm just exploring the Wild West, you know, to seek adventure and fortune!

SMITH: But you can't do that! You're just a girl!

BILLIE-JO: Well, let me tell you, girls can do anything they want! Why, I'm as tough and brave as any boy!

ROCKY: Hey, we're brave too!

DUSTY: Yeah, we're afraid of nothing!

BLAZE: Not even our teacher, Miss Bracegirdle!

MISS B'GIRDLE: *(Off-stage.)* Children!

KIDS: *(Scared.)* Miss Bracegirdle!

(Miss Bracegirdle, a strict and severe looking schoolmistress, enters, looking cross.)

MISS B'GIRDLE: And what do you think you children are doing here?

KIDS: *(Scared.)* Nothing, Miss Bracegirdle!

MISS B'GIRDLE: Quit dawdling and yakking - you're late for lessons.

KIDS: *(Scared.)* Sorry, Miss Bracegirdle!

MISS B'GIRDLE: Well, stop horsing around and giddy-up!

KIDS: Yes, Miss Bracegirdle!

TRACK 21:

KIDS PLAY OFF

(Miss Bracegirdle, Smith, Lightning & kids exit. Wilbur enters with a whisk.)

WILBUR: Howdy, partner! I've not seen you around these parts before.

BILLIE-JO: I'm new in town. Billie-Jo Brisket, at your service.

WILBUR: Well, pleased to meet you, Billie-Jo Brisket! I'm Wilbur, Wilbur Hubbard. Welcome to Splodge! Though, if you have any sense, you won't hang around for long.

BILLIE-JO: Why? What's up?

WILBUR: This town's in trouble! There's a no-good gang running about. This place just ain't safe anymore.

BILLIE-JO: Well, you just need to lay down the law! Show 'em who's boss.

WILBUR: Hey, I'm just a cook! I leave that laying down the law stuff to the sheriff.

BILLIE-JO: *(Pointing at his sheriff badge.)* That would be... you!

WILBUR: *(Looking down at his badge and remembering.)* Oh, yeah! I forgot about that!

BILLIE-JO: Well, my horse is at the blacksmith's, so I'm stopping in Splodge for a while. Then, it's back in the saddle and on the dusty trail, looking for adventure!

WILBUR: Adventure? But you're a girl!

BUZZ: I'm Buzz!
BUCK: I'm Buck!
BUD: I'm Bud!
BRAD: I'm Brad!
BRET: I'm Bret!
BLAKE: I'm Blake!
BART: I'm Bart!
BEAU: I'm Beau!
BRUCE: I'm Bruce!
BRONX: I'm Bronx!
BUTCH: *(With high, squeaky voice and hands on hips.)* And I'm Butch!
BRONCO: And now, please welcome the baddest baddy in the west...
CLAUDE: *(Pointing.)* It's their no-good leader, Mad Dog McNut!

TRACK 25:**MCNUT PLAY ON**

(Mad Dog McNut enters dramatically. The Townspeople run and huddle together, making sure that Wilbur is hidden.)

MCNUT: That's 'Howling Mad Dog McNut' to you!
BILLIE-JO: *(Approaching McNut.)* Well, it's nice to meet you, Mr. Poodle...

(She holds out her hand to shake his hand, but he slaps it away.)

MCNUT: Mad Dog!
BILLIE-JO: Whatever!
BRONCO: Hey, stranger, haven't I seen your face somewhere else?
BILLIE-JO: No, it's always been on the front of my head! Anyway, we were just enjoying a nice little song and dance number, so if you don't mind leaving and taking your troupe of performing monkeys with you.

(The McNut Gang lean forwards with their fists raised and growl menacingly. McNut squares up to Billie-Jo.)

MCNUT: Why you little...

BRONCO: *(Holding McNut back with a hand on his shoulder.)* Hold your horses, Mad Dog. Remember what Ma used to say. Never fight girls. *(In a whisper.)* They don't fight fair!

MCNUT: Darn it, you're right, Bronco. Well, Missy, your stay in Splodge is over. Boys, show our little visitor the road outta here.

BUZZ: Sure, Boss!

BUCK: This way, Missy!

(Buzz and Buck grab Billie-Jo and take her off, then return to join the gang.)

MCNUT: Now, I hear there's a new sheriff in town. *(The gang laugh.)* A sheriff who's gonna sort me out once and for all? *(The gang laugh again.)* Well, I've come down here to be nice and polite and shake him by the throat...

BRONCO: Hand!

MCNUT: That's right, to shake him by the hand. Well, where is he? I's gonna count to five, and he better step forward or I'll show you just how howling mad I am! One! Two! Three! Um... um... er... what's next, Bronco?

BRONCO: Four!

MCNUT: Oh, yeah. Four!

TRACK 26:

SFX RUN

(The crowd scatter & exit, leaving Wilbur exposed & cowering behind his whisk.)

MCNUT: Five!

BUZZ: *(Pointing.)* Hey Boss! Will you take a look!

BUCK: It's *[Celebrity chef]!*

BUD: No, it ain't, it's wimpy Wilbur Hubbard!

BRAD: What, the kitchen boy from the saloon?

BRET: He's just a sissy cook!

BUTCH: *(In a high, squeaky voice.)* What's he gonna do? Whisk us to death? *(The gang laugh at Wilbur.)*

BRONCO: So, you're the new sheriff, eh? Mayor Truman sure made a great choice there! I mean, if some naughty eggs need a beatin' and some bad cream needs a whippin', you're the man! *(The gang laugh again.)*

WILBUR: *(Nervously.)* Look, Mr. McNut, Sir, I've been thinking. Couldn't we just sit down, have a nice glass of milk and a chat. Maybe, if you talked through some of your issues, we could find a solution.

MCNUT: Sit down with a nice glass of milk? This is the Wild West, not a coffee morning! Now, say your prayers, kitchen boy, and get ready for lights out!